In the Claims

Claims are amended as follows:

1. (currently amended)   A system for streaming data comprising a content providing server capable of storing content and communicating the content to at least a first and a second client terminator unit via a communications network in response to requests for the content, and a distribution server coupled in-line between the content providing server and the at least the first and second client terminator units, wherein the distribution server is arranged to generate at least a first and a second onward data stream and transmit the at least the first and second onward data streams to the at least the first and second client terminator units, respectively, in response to control data received from the content providing server and an in response to an incoming data stream received or being received from the content providing server, the incoming data stream and corresponding to the content, wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

2. (original)   A system as claimed in Claim 1, wherein the first and/or the second onward data streams are generated prior to receipt of all of the incoming data stream.

3. (original)   A system as claimed in Claim 1, wherein the offset value is provided by the content providing server.

4. (original)   A system as claimed in Claim 1, wherein the distribution server is arranged to loop the first onward data stream at least once.

5. (currently amended)   A multicast server for streaming data, comprising a processor unit coupled to a storage device and a router, the processor unit being

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arranged to receive control data from a content providing server and to receive an incoming data stream corresponding to content from the content providing server in response to requests for the content, and being arranged to store the content at least part of the incoming data stream in the storage device, wherein the processor unit is further arranged to generate at least a first and a second onward data streams for transmission to at least a first and a second client terminator units, respectively, in response to the control data and received from the content providing server and in response to the incoming data stream received or being received from the content providing server, wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

6. (currently amended)   A multicast server as claimed in Claim 5, wherein the router is arranged to transmit the at least the first and the second onward data streams to the at least the first and the second recipient servers client terminator units, respectively.

7. (original)   A multicast server as claimed in Claim 5, wherein the first and/or the second onward data streams are generated prior to receipt of all of the incoming data stream.

8. (cancelled)

9. (original)   A multicast server as claimed in Claim 5, wherein the processor unit is arranged to loop the first onward data stream at least once.

10. (currently amended)   A method of streaming data between a content providing server and at least a first and a second client terminator unit, the method comprising the steps of:

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receiving at a distribution server control data ~~and~~ <u>sent from the content</u> <u>providing server;</u>

<u>receiving at the distribution server at least part of</u> an incoming data stream corresponding to content~~, the incoming data stream being received~~ from the content providing server <u>in response to requests for the content;</u>[[:]]

in response <u>to receiving the control data and the at least part of an incoming</u> <u>data stream</u>, generating at least a first and a second onward data stream[[s]], and

transmitting the ~~at least the~~ first and second onward data streams to the ~~at~~ ~~least the~~ first and second client terminator units, respectively~~, in response to the~~ ~~incoming data stream~~;

wherein the ~~at least the~~ first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

11. (previously presented) A method as claimed in Claim 10, further comprising generating the at least first and/or the second onward data streams prior to receipt of all of the incoming data stream.

12. (cancelled)

13. (previously presented) A method as claimed in Claim 10, further comprising the step of looping the first onward data stream at least once.

14. (currently amended) Computer executable software code stored on a computer readable medium, the code being for streaming data between a content providing server and at least a first and a second client terminator unit, the code comprising:

code to receive control data ~~and~~ <u>sent from the content providing server;</u>

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code to receive at least part of an incoming data stream corresponding to content, ~~the incoming data stream being received~~ from the content providing server in response to requests for the content,

code to generate, in response to ~~the received~~ receiving the control data and the at least part of the incoming data stream ~~received or being received~~, at least a first and a second onward data stream[[s]];

code to transmit ~~in response to the received control data and incoming data stream received or being received,~~ the ~~at least the~~ first and second onward data streams to the ~~at least the~~ first and second client terminator units, respectively,

wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

15. (currently amended)   Computer executable software code as claimed in Claim 14, further comprising:

code to generate the ~~at least~~ first and/or the second onward data streams prior to receipt of all of the incoming data stream.

16. (cancelled)

17. (original) Computer executable software code as claimed in Claim 14, further comprising:

code to loop the first onward data stream at least once.

18. (currently amended)   A programmed computer for streaming data between a content providing server and at least a first and a second client termination units, comprising memory having at least one region for storing computer executable program code, and

a processor for executing the program code stored in memory, wherein the program code includes:

code to receive control data ~~and~~ <u>sent from the content providing server;</u>

<u>code to receive at least part of</u> an incoming data stream corresponding to content~~, the incoming data stream being received~~ from the content providing server <u>in response to requests for the content</u>;

code to generate<u>,</u> in response to ~~the received~~ <u>receiving the</u> control data and <u>the at least part of the</u> incoming data stream ~~received or being received~~, at least a first and a second onward data stream[[s]];

code to transmit ~~in response to the received control data and incoming data stream received or being received,~~ the ~~at least the~~ first and second onward data streams to the ~~at least the~~ first and second client terminator units, respectively,

wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

19. (currently amended)   A programmed computer as claimed in Claim 18, wherein the program code further comprises:

code to generate the ~~at least~~ first and/or the second onward data streams prior to receipt of all of the incoming data stream.

20. (cancelled)

21. (original) A programmed computer as claimed in Claim 18, wherein the program code further comprises:

code to loop the first onward data stream at least once.

22. (currently amended)   A computer readable medium having computer executable software code stored thereon, the code being for streaming data between a content providing server and at least a first and a second client terminator unit and comprising:

code to receive control data ~~and~~ <u>sent from the content providing server;</u>

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code to receive at least part of an incoming data stream corresponding to content, the incoming data stream being received from the content providing server in response to requests for the content;

code to generate, in response to receiving the control data and the at least part of the incoming data stream, at least a first and a second onward data stream[[s]];

code to transmit the at least the first and second onward data streams to the at least the first and second client terminator units, respectively, in response to the received control data and incoming data stream;

wherein the at least the first and second onward data streams correspond substantially to the content and are offset in time with respect to each other by a respective offset value indicated in the control data.

23. (currently amended)   A computer readable medium as claimed in Claim 22, further comprising:

code to generate the at least first and/or the second onward data streams prior to receipt of all of the incoming data stream.

24. (cancelled)

25. (original) A computer readable medium as claimed in Claim 22, further comprising:

code to loop the first onward data stream at least once.